Internet and Web Programming Project-Web App Game

Tic-Tac-Toe

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Abstract

Tic-tac-toe (also known as Noughts and crosses or Xs and Os) is a paper-and-pencil game for two players, X and O, who take turns marking the spaces in a 3×3 grid. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row wins the game. Thus through this project I have tried to implement this game with the help of HTML and CSS to layout the design of the web page and JavaScript to implement the functionalities and algorithm of the game.

JavaScript Functions

* window.onLoad(): function is used to call a function as the window loads. The function defines some basic arrays and winning combinations
* canvasClicked(canvasNumber): This function is used to get the particular canvas that the user chose and to identify the canvas to draw in. It also checks whose turn it is and if a square is already filled.
* drawX(): Used to draw an X in the canvas square
* drawO(): Used to draw an O in the canvas square
* check(symbol): This function checks for a win for each player each time a player places an X or O. It compares the current situation with the winning combinations.
* playAgain(): This is used to ask the player if he wants to play again, with the help of confirm and alerts functions.
* About(): This function is used to fill content in a paragraph tag of the html element <p> to display information about the game.
* location.reload(true): This is used to reload the page once the game is over and the user wants to play again.
* Other Functions include: beginPath(), moveTo(10,10), lineTo(90,90), stroke(), closePath(), arc(50,50,40,0,Math.PI\*2,true), document.getElementById(theCanvas), c.getContext("2d"), alert("THAT SPACE IS ALREADY OCCUPIED"), confirm("PLAY AGAIN?").

Semantic and CSS Elements Used: Header, Aside, Footer, @font-face, hover